

The Insurrection Game

# BLOC by BLOC

2ND EDITION



OUT OF ORDER

# GREETINGS COMRADES

*Bloc by Bloc: The Insurrection Game* is a semi-cooperative game simulating protest movements, riots and popular uprisings in urban areas around the world during the first decades of the 21st century. Follow the setup steps below to

begin your first game. Read the overview on page 5 to learn about the object of the game and check out the back cover for more info on faction Agendas. *Bloc by Bloc* can also be played in fully cooperative mode. See you in the streets!

## 4 Players Setup

! The setup steps below correspond to the numbers in red circles on this page and the following 2 pages.

**1. Create the city:** After laying down the black fabric playing mat, follow the steps on page 4 to randomly create a unique city using the 25 district tiles.

**2. Place the countdown marker** on the 10 nights step of the countdown track.

**3. Set up the loot deck:** Shuffle the Loot cards and place them face down next to the playing mat. Make sure there is room for a discard pile.

**4. Set up the tokens & dice:** Place the barricades, loot tokens, and dice in piles within reach of all players.

**5. Deploy police to the State districts:** Place 1 riot van and 3 riot cops in each State district tile. State districts have white circles. Put all remaining riot cops in the staging area section of the playing mat.

**6. Set police morale:** Place the police morale marker under *Timid* on the police morale track of the playing mat.

### 7. Set up the Police Ops deck:

Shuffle the Police Ops cards and place them face down next to the playing mat. Make sure there is room for a discard pile.

### To adjust the game's difficulty level:

Alter the number of Heavy Reinforcements and Light Reinforcements cards in the Police Ops deck. Place all unused cards back in the game box.

- **Beginner:** 1 Heavy & 1 Light Reinforcements cards
- **Intermediate:** 2 Heavy & 2 Light Reinforcements cards
- **Expert:** 3 Heavy & 3 Light Reinforcements cards

**8. Randomly assign each player one of the 4 factions:** Pass out the faction cards and corresponding pieces (5 occupations, 10 blocs). Faction cards have cheat sheets on their back side.

**9. Assign agendas:** Shuffle the Agenda cards and deal 1 to each faction. Put the rest of the Agenda cards back in the game box without looking at them.

### Action Dice ▶



### To play in fully cooperative mode:

Remove the Vanguardist and Nihilist cards before shuffling the Agenda cards. Fully cooperative mode is recommended for beginner games.

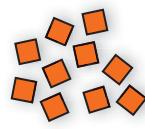
**10. Choose starting districts:** Each faction must choose one of their own district tiles as their starting district by placing their Faction Start occupation token in that district's occupation circle. Each faction must place 1 of their blocs in the starting district.

Hint: Start as far away from the police as possible!

**11. Determine first faction:** The player who most recently had a negative interaction with law enforcement takes the first faction marker and their faction begins the game.



Occupation Tokens



Blocs



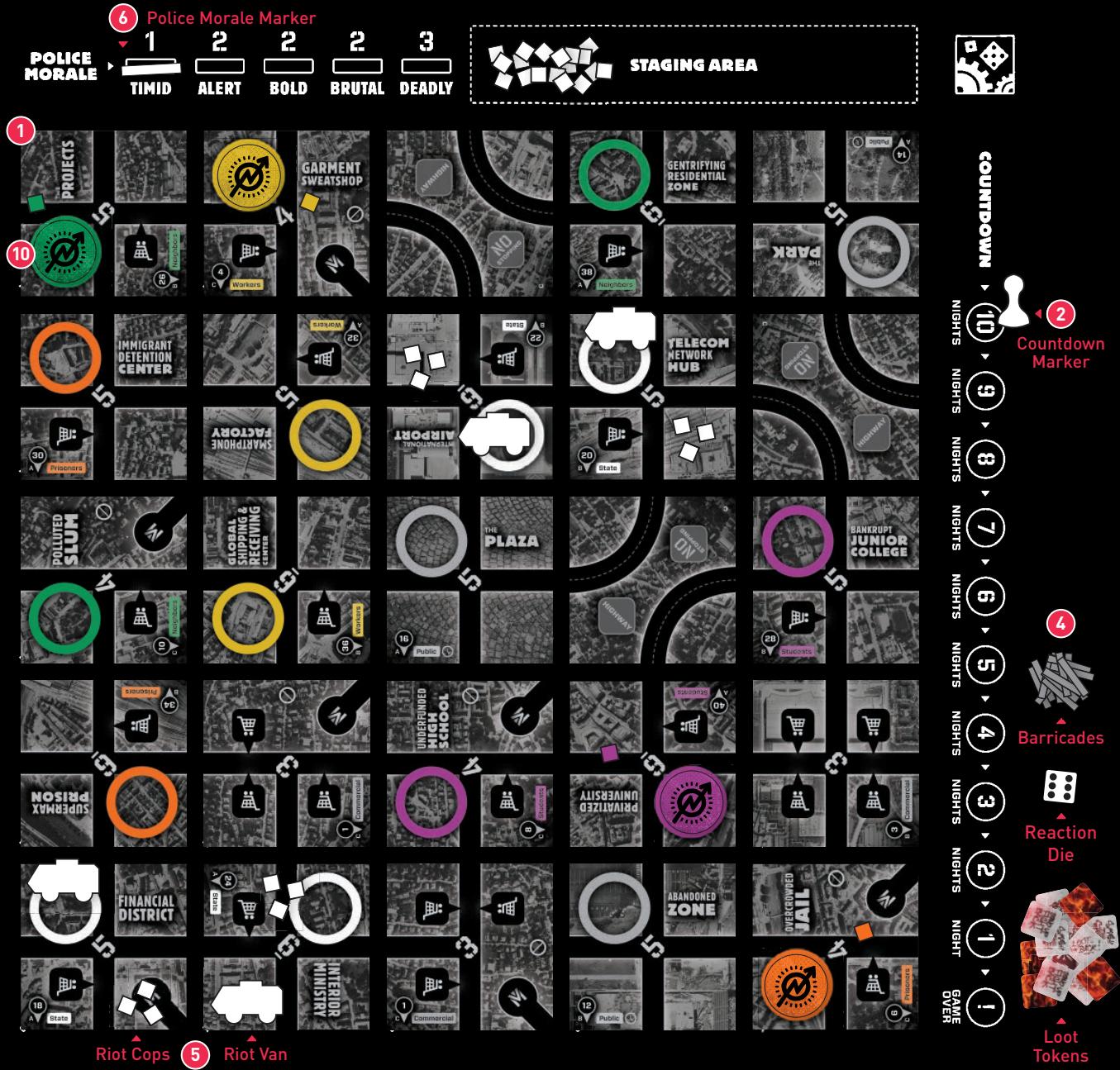
First Faction Marker

## 3 Players modifications to the 4 Players Setup:

Before shuffling agendas in step 9 of the 4 Player Setup, randomly remove either the Vanguardist or the Nihilist card. In step 10, each faction must place 2 of their blocs in their starting district.

## 2 Players modifications to the 4 Players Setup:

Only play in fully cooperative mode as detailed in step 9 of the 4 Player Setup. In step 10, each faction must place 3 of their blocs in their starting district. Beginner or Intermediate difficulty is recommended.





3 ▶ Loot Cards



7 ▶ Police Ops Cards



9 ▶ Agenda Cards



Faction Cards with Cheat Sheets

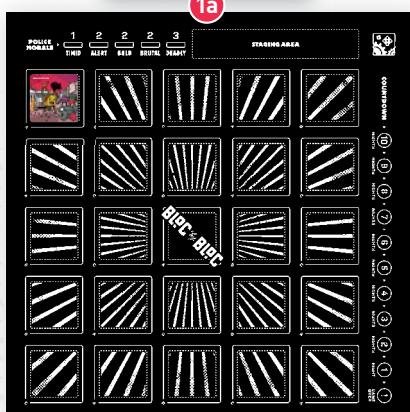
## Create The City

**1a. Shuffle and place the 25 manifestation cards face down in a 5 x 5 grid:** Follow the grid on the black fabric playing mat for correct card placement.

Manifestation Cards



1a

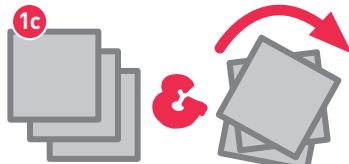
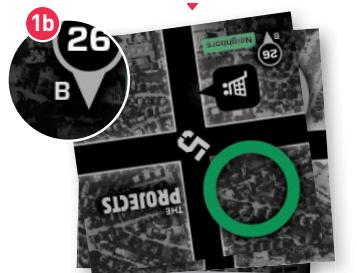


Fabric Playing Mat

**1b. Sort the district tiles, liberated side face down, into 3 piles by letter:** Each district has a letter in a corner next to the police ID. You should now have 25 district tiles separated into A, B, and C piles.

**1c. Shuffle each of the 3 district piles:** Make sure to shuffle each pile in terms of tile order within the pile while also shuffling the orientation by randomly rotating each tile.

District Tiles

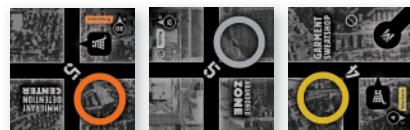


Shuffle the order & the orientation of the tiles

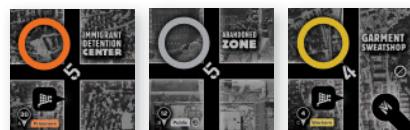
**1d. Arrange the district tiles on top of the manifestation cards without reorienting each tile to face the same way:** Place all tiles from the A pile on the squares of the grid on the black fabric playing mat marked A on their corners. Place all B tiles on the squares marked B and all C tiles on the squares marked C. Place each district tile so that it completely covers the manifestation card.

**Do not** change the orientation of each district tile as you place it in the grid. Do not reorient the tiles to all face the same way! Make sure the word "Liberated" is face down.

**Correct:** Shuffled orientation



**⚠ Incorrect:** Reoriented



# GAMEPLAY OVERVIEW

VS.  STATE

*In Bloc by Bloc: The Insurrection Game*, each player controls a faction of revolutionaries struggling together to liberate the city before time runs out and the military arrives. The enemy of all factions is the police that protect the state and work against players to crush the insurrection. The game is played in a randomly generated city made up of 25 district tiles connected by a varied network of streets, highways and metro stations. The Workers, Prisoners, Students and Neighbors factions each have a corresponding set of 3 districts that make up the city along with state districts, public districts, commercial districts and highway districts.

**Object of the Game:** During setup, each faction draws an Agenda card that determines how that faction can win the game. Most factions hold Social Agenda cards requiring them to have occupations in all of their own districts. If 2 factions with Social Agendas complete the objectives on their cards, the social insurrection liberates the city and all Social factions win the game together. Some factions may have a Vanguardist or Nihilist Agenda card that pits them against all other factions. The Vanguardist wins if they have occupations in 2 state districts. The Nihilist wins if 6 shopping centers are burned and they have an occupation in 1 public

district. These factions must sabotage the social insurrection and can only win the game alone. All factions may say whatever they choose about their agendas. They can choose to deceive the other factions or to be honest, but no faction can reveal their Agenda card to others until they have completed all of their objectives.

**When playing in fully cooperative mode:** all factions have Social Agendas and must win the game together.

*Bloc by Bloc is played in rounds. Each round is 1 night and each night has 2 phases, Nighttime and Sunrise.*

**Nighttime:** The Nighttime phase is when each faction takes their turn. Factions start their turns by rolling action dice. Each action die can be used to take one action in districts where the faction's blocs are positioned. Actions include building barricades, looting shopping centers, building occupations, and attacking police. Each district has a difficulty between 3 and 6. Advanced and Attack actions require an action die equal to or greater than the district difficulty where the action is taking place. When taking these riskier actions, factions must also roll a reaction die to determine if any unexpected consequences occur. After finishing their actions, each faction draws 1-3 Police Ops cards that deploy, move, and

manage riot cops and riot vans in the city. The number of Police Ops cards drawn is based on the level of police morale. Police morale is increased by certain cards in the Police Ops deck and is lowered every time a riot cop or riot van is defeated.

**Sunrise:** After all factions have taken their turns and drawn Police Ops cards, the Sunrise phase begins and police go on the attack. Any bloc or occupation in the same district as riot cops or riot vans at Sunrise is in danger of being defeated. After police attacks, factions have a chance to liberate districts, giving them important benefits. Liberation also stops the countdown marker from moving forward if the liberated district is a public district. Otherwise, the countdown marker moves forward based on the level of police morale. At the end of Sunrise, the game ends if any of the endgame conditions have been met.

**Endgame:** If 2 factions with Social Agendas complete the objectives on their cards, the social insurrection is successful and all Social factions win the game together. If 1 faction with the Vanguardist or the Nihilist agenda completes the objectives on their card, they win the game alone. If 1 faction is destroyed, all factions lose. If time runs out and the military arrives, all factions lose and years of repression follow.

Most district tiles have two unique sides: a repressed side and a liberated side. Districts start out repressed at the beginning of the game. During the Sunrise phase of each night, factions have the opportunity to liberate them to gain crucial advantages and a range of important benefits. See page 17 to learn about District Liberation.

**A. Type:** There are 8 types of districts: Workers (yellow), Students (purple), Neighbors (green), Prisoners (orange), State (white), Public (gray), Commercial (gray), and highways.

**B. Occupation Circle:** The colored circles indicate locations where an occupation can be built.

**C. Difficulty:** Each district has a difficulty number that shows how hard it is for factions to take advanced actions and attack actions in that district. Higher numbers are more difficult.

The difficulty on the liberated side of a district tile is always 1 less than on its repressed side.

**D. Police ID & Letter:** Each district has a unique police ID that the Police Ops deck references to determine police movement and deployment. The pointer below the police ID shows the correct edge to use when flipping the district tile after liberating the district, ensuring that the district tile does not change orientation. The letter to the left of the pointer is only used during setup.

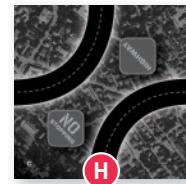
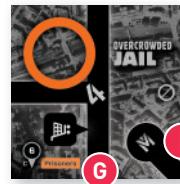
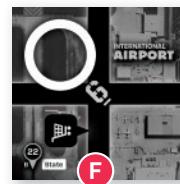
**E. Shopping Center:** Shopping carts represent shopping centers, which are locations where factions can loot to draw cards from the loot deck. Commercial districts have multiple shopping centers. Shopping centers never appear on the liberated side of district tiles.



Repressed Side



Liberated Side



## Streets, Highways & the Metro ▶

**F. 4-Way Street Intersection:** The majority of districts have a standard 4-way street intersection, giving blocs and police access to and from all orthogonally adjacent districts.

**G. 3-Way Street Intersection:** Some districts have 3-way street intersections, giving blocs and police access to and from 3 orthogonally adjacent districts. The 4th direction is a

dead end, blocking access to and from that direction. The district blocked by the dead end is not considered adjacent.

**H. Highway:** Highway districts connect two separate sets of diagonally adjacent districts. The connected districts are considered adjacent. Blocs and riot cops never stop on highways while moving between adjacent districts.

**I. Metro Station:** Blocs may move between two districts without using the streets if both districts contain metro stations. Riot cops never use metro stations.

**Edge of the City:** All streets and highways ending at the edge of the 5 x 5 grid of district tiles are treated as dead ends.

# GAMEPLAY NIGHTTIME

Each faction takes a turn made up of 3 steps. The faction with the first faction marker goes first, followed by the faction to their left, and so on in clockwise order.



## GAMEPLAY Nighttime Step 1. Roll Action Dice

At the start of your turn (including your first turn), your Start occupation generates an additional bloc. Place 1 of your faction's blocs in the same district as your Start occupation. Then, count the number of blocs you now have in the city. Roll 3-5 action dice (see right) depending on the number of blocs you counted. Each rolled action die is used to take 1 action during your turn. It takes 1 action die to take 1 action. You cannot combine dice to increase their value. For example, if you roll 4 action dice, you can take 4 actions.

MINIMUM ROLL  
**3**  
ACTION DICE

6+ BLOCS ROLL  
**4**  
ACTION DICE

9+ BLOCS ROLL  
**5**  
ACTION DICE



## GAMEPLAY Nighttime Step 2. Take Actions

For each action die you rolled in step 1, take one of the following actions. You can take the same action multiple times in the same turn. You can take actions in any order. You can only take actions in districts where you have blocs.

### Basic Actions: Not in a clash

- ▶ Movement page 8
- ▶ Barricade page 8

To take a basic action, you can use a die of any value.



**CLASH?**  
no



**ACTION DIE:**  
any value



**REACTION:**  
no reaction roll

### Advanced Actions: Not in a clash

- ▶ Loot page 9
- ▶ Build Occupation page 10
- ▶ Swap Occupation page 10

To take an advanced action, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. Advanced actions are risky actions, and you must make a reaction roll after taking each advanced action. See page 9



**CLASH?**  
no



**ACTION DIE:**  
equal to or greater than district difficulty



**REACTION:**  
1 roll per action

### Attack Actions: Only in a clash

- ▶ Defeat 1 Riot Cop page 12
- ▶ Kick Out 2 Riot Cops page 12
- ▶ Attack a Riot Van page 12

To take an attack action, you must use an action die equal to or greater than the difficulty of the district that you are taking the action in. You only have to make 1 reaction roll after all consecutive attack actions in the same clash. Each bloc can only attack once per clash each night.



**CLASH?**  
yes



**ACTION DIE:**  
equal to or greater than district difficulty



**REACTION:**  
1 roll after consecutive attacks in the same clash

## What is a Clash?



A bloc is considered to be in a clash any time it is in the same district with a riot van or riot cops. You can only take basic and advanced actions with blocs that are not in a clash and you can only take attack actions with blocs that are in a clash.

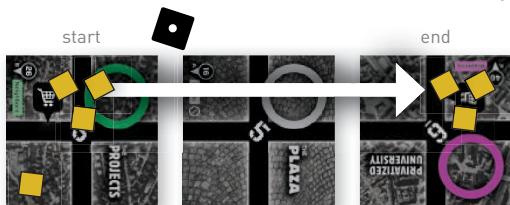
## NIGHTTIME STEP 2. TAKE ACTIONS CONTINUED

### ► Basic Action: Movement

Movement allows you to reposition your blocs to different districts in the city. To move blocs, use an action die of any value. Choose one or more of your blocs that are not in a clash. You may move any distance between two districts using any combination of streets, highways, and metro stations. There is no restriction on the number of districts your blocs can move through with one action.

#### What is a Mob?

Any time 2 or more blocs from the same faction are in a district together they are considered a mob. You may move all blocs in a mob using only 1 action die if all of the blocs start in the same district and end in another district together.



**Example:** The Workers faction takes 1 basic action to move a mob of 3 blocs to another district. The Workers choose to leave one bloc behind.

#### Blocs cannot:

- Move through districts that contain riot cops or riot vans
- Move out of districts that contain riot cops or riot vans
- Move through dead ends or off the edge of the city
- Move diagonally except by using highways

#### Blocs can:

- Move through barricades
- Use any combination of streets, highways, and metro stations in 1 movement action
- End a movement action in districts that contain riot cops or riot vans. These blocs are now in a clash.



**Example:** The Prisoners faction takes 1 basic action to move a mob of 3 blocs across the city using a combination of streets and metro stations.

### ► Basic Action: Barricade

Barricades temporarily stop riot cops and riot vans from moving into the district they are built around. See page 14 for info on how barricades stop riot cop and riot van movement. To barricade, use an action die of any value. Choose a district where you have one or more blocs that are not in a clash. Place 1 barricade between the district and any adjacent district. Each connection between 2 adjacent districts can hold a maximum of 3 barricades.

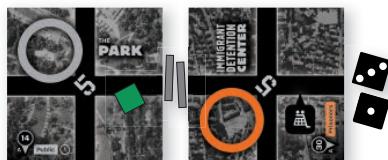
#### 1 Barricade

Stops 1 riot cop



#### 3 Barricades

Stops all riot cops and riot vans

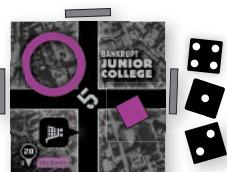


**Example:** The Neighbors faction takes 2 basic actions to build 2 barricades around a district using one of their blocs.



#### 2 Barricades

Stops half of riot cops (round down)



**Example:** The Students faction takes 3 basic actions to build 3 barricades between different districts using one of their blocs.

## What is a Reaction Roll?

When you take riskier actions, you must roll the reaction die to see if the police respond to your action. You must make 1 reaction roll after each advanced action, but you only have to make 1 reaction roll after all consecutive attack actions in the same clash.



## ► Advanced Action: Loot

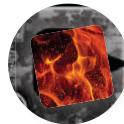
Loot gives you a range of different one-time benefits. There is no limit to the number of Loot cards you can have in your hand. You cannot reveal your hand to other factions, but you may tell them (truthfully or not) what you have. Most Loot cards can only be used during your turn, while others may only be used during Police Attacks or District Liberation. Each card specifies when you can play it.



**Unlooted**  
Shopping Center



**1st Loot Action:**  
Graffiti



**2nd Loot Action:**  
Burn

### Do not reveal your Loot cards to other factions:

All factions may say whatever they choose about their Loot cards but cannot reveal any Loot card until it is played and then placed in the discard pile.

## Exchanging Loot

During your turn, you can gift or exchange Loot cards with any other faction that has blocs in the same district as your blocs. This does not count as an action. An action die is not required.

**If you roll a 1:** The cops are called! Immediately take 1 riot cop from the staging area and place it in the district where you took the action. If there are no more riot cops in the staging area, nothing happens.

**If you roll a 2:** Immediately draw and resolve 1 Police Ops card. See pages 13-15 for more info on Police Ops.

**If you roll a 3, 4, or 5:**  
Nothing happens.

**If you roll a 6:** Extra Action! You may choose to discard 1 Loot card from your hand to immediately roll 1 extra action die. Use this extra action die during this turn.

### Shopping centers can be looted twice:

**1st - Graffiti:** Place a loot token graffiti side up on the shopping center.

**2nd - Burn:** Flip the loot token so the burn side is face up. Burned shopping centers can no longer be looted.

### Loot card clarifications:

- You may use multiple Molotovs Loot cards in the same attack action.
- You cannot use the Medic Kit Loot card if you do not have any occupations in the city.
- Using a Fireworks Loot card does not count as an attack action and requires its own reaction roll.



## ► Advanced Action: Build Occupation

Each occupation you build in the city gives you an ongoing ability that you can use each turn. You can use an occupation's ability as soon as it has been built, including in the same turn. See page 11 for detailed descriptions of each occupation ability.

To build an occupation, choose a district that has an occupation circle and one or more of your blocs that are not in a clash. Use an action die

equal to or greater than that district's difficulty. Select an occupation of your choice, place it in that district's occupation circle and make a reaction roll.

**You can:** Build occupations in your faction's districts, Public districts, and State districts.

**You cannot:** Build occupations in other factions' districts.

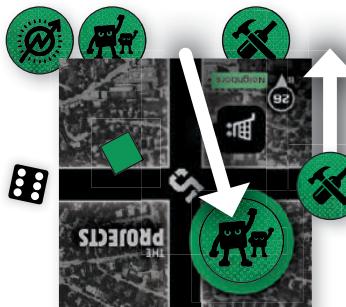


**Example:** The Workers faction takes 1 advanced action to build 1 occupation in a Workers district using one of their blocs.

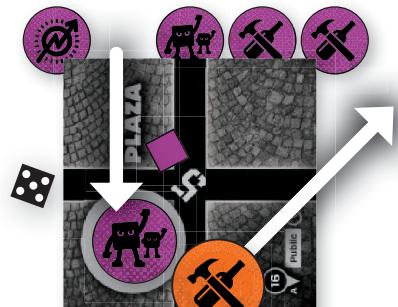
## ► Advanced Action: Swap Occupation

In addition to building new occupations, you may also swap out an existing occupation with one of your choice. You may swap out another faction's occupation in State and Public districts.

To swap an occupation, choose one of your faction's districts, a Public district, or a State district that has an occupation built in it and one or more of your blocs that are not in a clash. Use an action die equal to or greater than that district's difficulty. Remove the occupation currently in the district, replace it with one of your choice, and return the removed occupation to the faction it belongs to. Then make a reaction roll.



**Example:** The Neighbors faction takes 1 advanced action to swap out their Social Center for their Assembly Hall in a Neighbors district using one of their blocs.



**Example:** The Students faction takes 1 advanced action to swap out a Prisoners occupation for one of their own in a Public district using one of their blocs.

## Stop Another Faction's Advanced Action

The faction with the most blocs in a district may stop other factions on their turns from taking advanced actions in that district. In other words, if you have the most blocs in a district, you may stop another faction from looting, building occupations, or swapping occupations in that district.



- If multiple factions are tied for the most blocs in a district, then no faction can stop other factions from taking advanced actions.

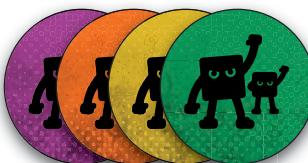
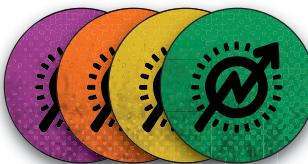
**REFERENCE**

## Types of Occupations

Each occupation you build in the city gives your faction an ongoing ability that you can use each turn. All factions have the same 5 occupations: 1 Faction Start, 2 Assembly Halls, and 2 Social Centers.

### How to Use an Occupation's Ability:

- You may use an occupation's ability as soon as it has been built.
  - You may only use the ability for each occupation you have built in the city once per turn.
  - You do not need one of your faction's blocs in the district where the occupation is built in order to use that occupation's ability.
  - Only the faction that built the occupation may use its ability.
- If you have built all 5 of your faction's occupations in the city, you can take build or swap occupation actions to relocate one of your occupations from a different district.



### Faction Start

- At the start of your turn, before rolling action dice, form 1 bloc in the district where this occupation is built.

### Assembly Hall

- Use an action die of any value to form 1 bloc in the district where this occupation is built. You may use this ability once per turn per assembly hall.

### Social Center

- Use an action die of any value to draw 1 Loot card. You may use this ability once per turn per social center.

**REFERENCE**

## Special Abilities

Each faction has a unique special ability that enhances a specific type of action. The special ability can be used by that faction at any time during that faction's turn. There is no limit on the number of times special abilities can be used during the same turn. All special abilities require the faction to have blocs in the district where the action is taking place.

### PRISONERS

Increase the value of action dice by 1 when taking attack actions

### WORKERS

Increase the value of action dice by 1 when taking build and swap occupation actions

### NEIGHBORS

Build 3 barricades with one action around districts where your occupations are built

### STUDENTS

Do not use an action die for movement actions starting in districts where your occupations are built

## Attack Actions

To take an attack action, choose a district with one or more of your blocs that are in a clash. Use an action die equal to or greater than that district's difficulty. Each bloc can only attack once per clash each night. If you want to make multiple attacks in the same

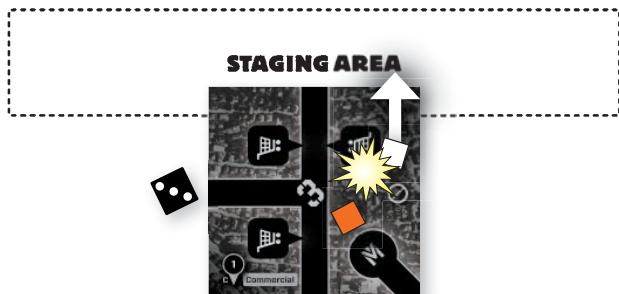
clash, you must have enough blocs in the clash to make all the attack actions. For example, if you want to defeat 3 riot cops, you must have 3 blocs in the clash and 3 action dice equal to or greater than the district's difficulty. Unlike advanced actions, you

only have to make 1 reaction roll after all consecutive attack actions in the same clash.

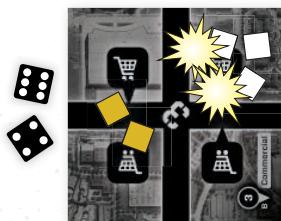
**Each riot cop defeated in a clash lowers police morale by 1 level. Each defeated riot van lowers it by 2.** See page 14

### ► Attack Action: Defeat 1 Riot Cop

Take an attack action to defeat 1 riot cop and send it back to the staging area on the edge of the playing mat.



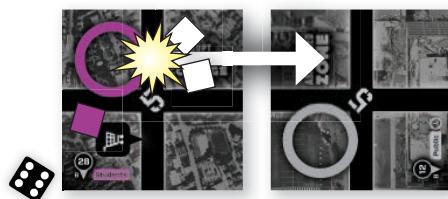
**Example:** The Prisoners faction takes 1 attack action with 1 bloc to defeat 1 riot cop and send it back to the staging area. Police morale is lowered by 1.



**Example:** The Workers faction takes 2 attack actions with 2 different blocs to defeat 2 riot cops and send them both back to the staging area. A third riot cop in the clash cannot be defeated because the Workers only have 2 blocs in the district. Police morale is lowered by 2.

### ► Attack Action: Kick Out 2 Riot Cops

Take an attack action to kick out 2 riot cops into an adjacent district. If riot cops are kicked out through barricades, the barricades are dismantled. Riot cops can be kicked out into an adjacent district connected by a highway.



**Example:** The Students faction takes 1 attack action to kick out 2 riot cops into an adjacent district.

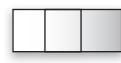
### ► Attack Action: Attack a Riot Van

Riot vans are tougher and more powerful than riot cops. A riot van takes 3 attacks in the same night to be destroyed. To mark when a riot van has been attacked and is damaged, flip it on its side after the first attack and flip it upside down after the second attack. After the third attack, the riot van is defeated and returns to the staging area.

- If a district has a riot van and riot cops, you may choose whether to attack the riot van or the riot cops.



A riot van



**1st Attack:**  
flip on side



**2nd Attack:**  
flip over



**3rd Attack:**  
defeated!

## GAMEPLAY Nighttime Step 3. Police Ops

**Repeat for each faction:** After taking all of your actions, draw 1-3 Police Ops cards. Check the police morale track to determine how many cards you must draw. Read aloud and resolve each card one at a time, placing resolved cards face up in the discard pile. When the last Police Ops card has been drawn, shuffle the discard pile to create a new deck.

### REFERENCE

Check out the Police Ops reference guide on the back cover of the rulebook.

## Riot Cop Movement Cards

Many Police Ops cards order groups of riot cops (not riot vans) to advance into adjacent districts. See page 15 for additional info and descriptions of all Police Ops cards.

### How Do Riot Cops Move?

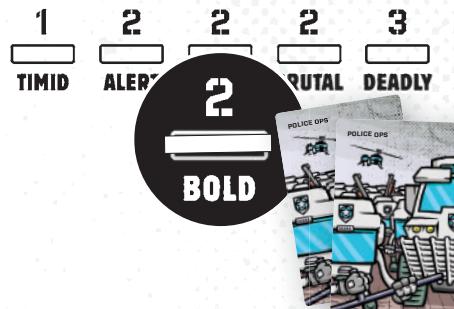
- 2 or more riot cops in the same district are considered a group. 1 riot cop by itself in a district (not counting riot vans) is considered solo.
- Solo riot cops hold their positions and do not move.
- When a group of riot cops moves into an adjacent district, they always leave 1 solo riot cop behind.
- Riot cops always move to adjacent districts, even if they are already in a district of the type specified on the Police Ops card.
- Diagonally adjacent districts connected by highways are considered adjacent by riot cops and riot vans.
- Riot cops in districts with occupations hold their positions and do not move.
- Riot cop movement cards do not apply to riot vans.

### What is ID Priority?

Each district has a unique police ID. If a group of riot cops is adjacent to 2 or more districts of the type specified on the Police Ops card, then use the police ID priority as a tiebreaker to determine whether the riot cops move into the highest or lowest police ID district.

### How Does Police Morale Increase?

When you draw a Police Ops card that says *+1 police morale*, immediately move the police morale marker forward 1 level on the police morale track. Increases in police morale during the Police Ops step only take effect on the next faction's turn. You do not need to draw more cards in response.



**Example:** A group of 2 riot cops is in a Commercial district when a Police Ops card is drawn ordering groups of riot cops to advance into adjacent Workers districts. 1 riot cop advances into the Workers district and 1 solo riot cop is left behind.



**Example:** A group of 4 riot cops is in a Public district when a Police Ops card is drawn ordering groups of riot cops to advance into adjacent State districts. Because there are 2 adjacent State districts, the riot cops must follow the police ID priority. The Police Ops card specifies that the police ID priority is Highest. The group of riot cops moves into the adjacent State district with the highest police ID and 1 solo riot cop is left behind.

## How is Police Morale Lowered?

Police morale is lowered by 1 level on the police morale track each time a riot cop is defeated in a clash and returns to the staging area. Each time a riot van is defeated, police morale is lowered by 2. If multiple riot cops are defeated in the same

clash, lower police morale by the number that are defeated and returned to the staging area. For example, if 3 riot cops are defeated in a clash, lower police morale by 3 levels on the police morale track.

## Barricades Stop Riot Cops & Riot Vans

When a Police Ops card orders riot cops to advance into an adjacent district, but barricades are blocking the way, some or all of the riot cops are stopped from moving. Riot vans are stopped from advancing into adjacent districts if 3 barricades block their way. To determine how many riot cops are stopped and how many advance, count the number of riot cops in the group, but do not count the 1 solo riot cop that is always left behind. Whenever any number of barricades stops 1 or more riot cops from moving, all the barricades are

dismantled & returned to the barricade pile. If 3 barricades stop 1 riot cop from moving, all 3 barricades are dismantled. Stopped riot cops and riot vans hold their position. They do not return to the staging area.



### 1 Barricade

Stops 1 riot cop



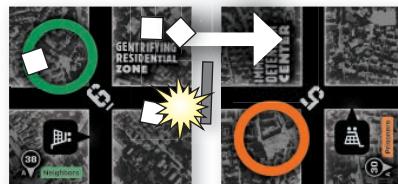
### 2 Barricades

Stops half of riot cops (round down)



### 3 Barricades

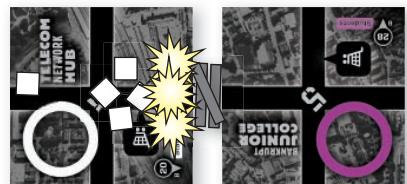
Stops all riot cops and riot vans



**Example:** A group of 4 riot cops is ordered to move into an adjacent Prisoners district. 1 solo riot cop is left behind, 1 riot cop is stopped from moving by 1 barricade, and the other 2 riot cops advance into the Prisoners district. The barricade is dismantled.



**Example:** A group of 6 riot cops is ordered to move into an adjacent Neighbors district. 1 solo riot cop is left behind, 2 riot cops are stopped from moving by 2 barricades (half of 5, rounded down), and the other 3 riot cops advance into the Neighbors district. Both barricades are dismantled.

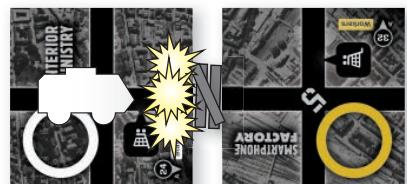


**Example:** A group of 5 riot cops is ordered to move into an adjacent Students district. 1 solo riot cop is left behind and the other 4 riot cops are stopped from moving by 3 barricades. All 3 barricades are dismantled.



**Example (left):** A riot van is ordered to move into an adjacent district. The van advances into the district dismantling one barricade in the process.

**Example (right):** A riot van is ordered to move into an adjacent district but is stopped by 3 barricades. All 3 barricades are dismantled.

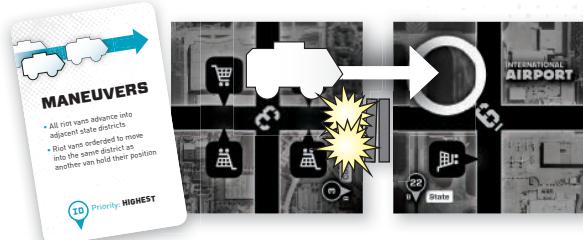


## Maneuvers Cards

Some maneuvers cards order all riot vans (not riot cops) positioned in the city to move into adjacent state districts. Other maneuvers cards order all riot vans to move into adjacent districts with the highest police ID. When a maneuvers card is pulled, all riot vans in the city move simultaneously.

### When do Riot Vans Hold Their Position?

- 2 riot vans ordered to both move into the same district hold their positions.
- 1 riot van ordered to move into a district where another van is already positioned holds its position.
- Riot vans blocked by 3 barricades hold their position.
- Damaged riot vans hold their position.



**Example:** A riot van is in a Commercial district when a maneuvers card is drawn ordering riot vans to advance into adjacent State districts. The van advances into the State district dismantling two barricades in the process.

- If 2 riot vans are ordered to move into the same district but 1 van is stopped by barricades, the other advances.

### REFERENCE

## Types of Police Ops Cards & Clarifications

**Riot Cop Movement:** All groups of riot cops (not riot vans) throughout the city move into adjacent districts of the specified type. See page 13 for details.

### Riot Cop Movement Clarifications:

- Riot cops move to adjacent districts connected by streets and highways, but never use metro stations.
- If a district is separated by a dead end, the riot cops do not move into it.
- If an adjacent district is connected by 2 different highway districts, riot cops always use the highway with the fewest barricades.

### Light Reinforcements & Heavy Reinforcements:

**Reinforcements:** Each undamaged riot van deploys 1 or 2 riot cops from the staging area into the district where it is

located. If not enough riot cops are in the staging area to deploy the specified number to all riot vans, deploy riot cops starting with the riot van in the district with the highest police ID.

**Tactical Retreat:** All solo riot cops return to the staging area. Solo riot cops in the same districts as riot vans or occupations hold their position.

**Strategic Rotation:** Find all districts with a group of 7 or more riot cops. Leave 6 riot cops in the district and send the rest back to the staging area. Districts with 6 or fewer riot cops are not affected.

**Emergency Reinforcements:** If fewer than 4 riot vans are in the city, deploy 1 riot van from the staging area to the highest police ID district that has 1 or more riot vans, but no riot van.

There can never be more than 1 riot van in any district. If all 4 riot vans are already deployed, nothing happens.

**Maneuvers:** All riot vans (not riot cops) throughout the city move into adjacent districts of the specified type. See above for details.

**Metro Lockdown:** Factions are not allowed to use metro stations for 24 hours. Place this card in front of the faction to your left and discard at the end of their turn on the next night.

**Chief of Police Fired:** Set the Chief of Police Fired card aside. Shuffle all remaining cards in the Police Ops deck with all the cards in the Police Ops discard pile to form a new Police Ops deck. Place the Chief of Police Fired card as the first card in the new discard pile.

# GAMEPLAY SUNRISE

After all factions have taken turns during the Nighttime phase, the Sunrise phase begins. Sunrise is made up of 4 steps.

## GAMEPLAY

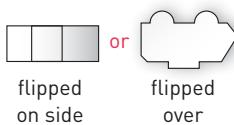
### Sunrise Step 1. Police Attack

Any bloc or occupation in the same district as riot cops or riot vans at Sunrise is in danger of being defeated. Barricades are not affected by the Police Attack step of Sunrise.

Perform the following *in order*:

#### A. Repair Riot Vans

All riot vans that were damaged but not destroyed during the night are repaired and reset to their original upright position.

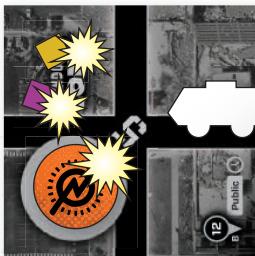


reset to:



#### B. Riot Vans Attack

All riot vans defeat all blocs and evict occupations built in the same district. Defeated blocs and evicted occupations return to the factions they belong to.



Example: A riot van in a Public district defeats 2 blocs and evicts the occupation.

#### C. Riot Cops Attack

Each riot cop attacks once:

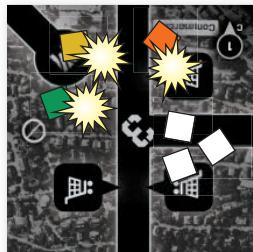
- Riot cops always prioritize attacking blocs before occupations. When a riot cop attacks a bloc, the bloc is defeated and returns to the faction it belongs to.
- If there are no blocs for a riot cop to attack, it will attack occupations. When a riot cop attacks an occupation, the occupation is evicted and returns to the faction it belongs to.
- If blocs from more than one faction are in a district when riot cops attack, then the faction with the most blocs in the district decides which blocs are defeated. If two or more factions are tied for the most blocs in the district, then the tiebreaker is which faction took their turn first that night.
- After attacking, riot cops stay in the district. They do not return to the staging area.



Example: 2 riot cops defeat 2 Workers blocs, but the occupation survives.



Example: 1 riot cop evicts a Students occupation.



Example: 3 riot cops defeat 3 different blocs.



Example: 3 riot cops defeat 2 Neighbors blocs and evict the occupation.

## GAMEPLAY Sunrise Step 2. District Liberation

After Police Attacks, factions have the opportunity to permanently liberate districts. When a district is liberated:

- The district difficulty is reduced by 1.
- Factions draw the manifestation card hidden underneath.
- The countdown marker does not move forward tonight if the liberated district is a public district.

Liberation is not an action that factions can take during their turns. Liberation happens automatically if these 3 conditions are met during this Sunrise step:

- 1 The district must have an occupation built in it. Districts without an occupation circle, such as Commercial districts, cannot be liberated.
- 2 The combined total number of blocs from all factions in that district must be equal to or greater than *double* the district's difficulty.
- 3 There are no riot cops or riot vans in the district.

### How to Liberate a District

**A. Clear the district:** Remove all loot tokens and place them back in the loot token pile. Set aside the blocs and the occupation. Do not return them to the factions they belong to

**B. Draw the manifestation card:** Pick up the district tile. Do not change the district's orientation. Pick up the manifestation card underneath the district tile.

**C. Flip the district:** Flip the district tile over so that the liberated side is now face up. Make sure to flip the district tile according to the direction arrow below the police ID to ensure that the district's orientation is not changed after liberation. Put the blocs and occupation back on the district.

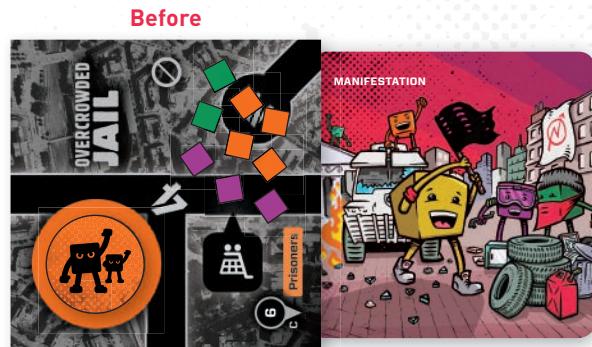
**D. Resolve the manifestation card:** Read the manifestation card out loud. After resolving it, put it back in the game box.

### Manifestation Cards

Each manifestation card unleashes a unique event that immediately benefits the factions. Most manifestation cards provide extra benefits to the *liberating factions* that have blocs in the district

when the liberation occurs. In general, the higher the district's difficulty, the better the benefit. "Liberated District Difficulty" refers to the difficulty on the liberated side of the district tile.

- Police defeated by manifestation cards do not lower the level of police morale.



**Example:** The Prisoners have built an occupation in a district with a difficulty of 4. 8 blocs are in the district, the minimum required for liberation, so the district is liberated and the Solidarity Convoy manifestation card is drawn.



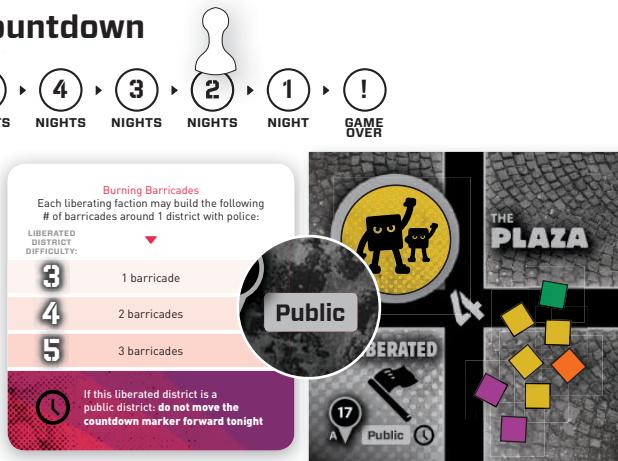
**Continued:** Prisoners, Neighbors, and Students blocs helped to liberate the district, so those factions each receive the benefit from the manifestation card based on the difficulty on the liberated side of the district tile. In this case, the difficulty is now 3 so the benefit is 2 free Loot cards for each liberating faction.

**GAMEPLAY****Sunrise Step 3. Advance the Countdown**

After Police Attacks and District Liberations, check the level of police morale to determine the number of steps to advance the countdown marker. For example, if the countdown marker is at the 3 Nights step and police morale is at Alert, Bold, or Brutal, move the countdown marker forward 2 steps to the 1 Night step.

**How to Stop the Countdown**

If a public district has been liberated during this sunrise, do not move the countdown marker forward tonight. This is noted on the bottom of all manifestation cards

**GAMEPLAY****Sunrise Step 4. Check Endgame Conditions**

After the countdown marker advances, each faction must reveal their Agenda card if they have successfully completed the objectives on the card. The game can end for the following reasons:

- First, check for completed win conditions. If a single win condition is met, the game ends. All win conditions are mutually exclusive. If 2 or more win conditions are met at the end of a Sunrise phase, no factions have won.
- If no factions have won, check the lose conditions. If either lose condition is met, the game ends.

**All Facts Lose: Time Runs Out and the Military Arrives**

If the countdown marker is on the Game Over step and a single win condition has not been met, all factions lose.

**All Facts Lose: A Faction is Destroyed**

If any faction has zero blocs in the city and a single win condition has not been met, all factions lose.



If no endgame conditions have been met, pass the first faction marker to the left and begin the next night.

**Win Together: The Social Insurrection Liberates the City**

If 2 or more factions with Social Agendas complete their objectives and reveal their cards, all Social factions win the game together! Social Agenda cards require factions to build occupations in all of their own districts along with one additional objective. Objectives on both Social Agenda cards must be complete at the end of a Sunrise phase to win.

**Win Alone: The Vanguardist Seizes Power**

If the faction with the Vanguardist agenda completes their objectives and reveals their card, that faction wins the game alone. The Vanguardist must have occupations in at least 2 State districts.

**Win Alone: The Nihilist Spreads Chaos**

If the faction with the Nihilist agenda completes their objectives and reveals their card, that faction wins the game alone. 6 shopping centers must be burned and the Nihilist must have an occupation in at least 1 Public district.

## BLOC BY BLOC: THE INSURRECTION GAME

ADVANCE COPY OF THE 2ND EDITION • VERSION 1.995 • MAY 2018

### Component List

- 40 Wooden Blocs, *10 per faction in four colors*
- 30 Wooden Riot Cops, *white*
- 4 Wooden Riot Vans, *white*
- 40 Wooden Barricades, *gray*
- 1 Wooden Police Morale Marker, *white*
- 1 Wooden Countdown Marker, *white*
- 40 Loot cards
- 36 Police Ops Cards
- 8 Agenda cards
- 25 Manifestation Cards
- 25 Chipboard District Tiles
- 20 Chipboard Occupations Tokens, *5 per faction*
- 27 Chipboard Loot Tokens
- 1 Chipboard First Faction Marker
- 6 Action Dice, *black*
- 1 Reaction Die, *white*
- 4 Faction Cards
- 1 Rulebook
- 1 Fabric Playing Mat

**Game Design:** T.L. Simons

**Art & Visual Design:** T.L. Simons

**Bloc by Bloc 1st edition:** R. Lee & T.L. Simons

**Special Thanks** ❤ AK Press, Beans, Black Mosquito, Bruce Paul, Chingona Films, Clove, Darius, Elizabeth, Filastine, Global Uprisings, Greenbriar, Herschel Pecker, Hunter, Ian Paul, Jay, Joe at CSP, Karlee, Kickstarter backers, Lee, Mary Beth, Max H, Nick at Delano, Paolo, Patrick Lyons, Raskl, Sakura, The East Bay Feral Edge, Top 100 Originals, & Yumi. **2nd Edition Playtesters:** Anandi, Ashleigh Halverstadt, Chloe Deleuze, Dani, Daniel K, Danielle George, Enola D, Fursty, Hannah Eberhardt, Hollis D, Ian Kizu-Blair, Jackie H, José Jesus Cital, Kellyvxv, Mario, Mel, Molly G, Nadia LB, Nik, Orion Kellogg, Pete Kobylarz, Raquel, Rebecca Edwards, Russell Diaz, Sam Broussard, Shane Bauer, Sven Calhoun, Wednesday, & Will

**DESIGNED & TESTED IN OAKLAND, CALIFORNIA**

**MANUFACTURED & ASSEMBLED IN THE USA**

Wood sourced from Germany



**OUT OF ORDER GAMES**

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**REFERENCE****FACTION AGENDAS**

Factions must reveal their Agenda cards at sunrise if they have successfully completed the objectives on their card.

**Social Facts****WIN TOGETHER**

If 2 factions with Social Agenda cards complete the objectives on their cards, all Social factions win the game together.

Factions with Social Agenda cards must build occupations in all of their own districts in addition to completing one of the following objectives specified by each Social Agenda card:

- The faction must have an occupation in at least one state district.
- The faction must have an occupation in at least one public district.
- At least 4 shopping centers must be burned.

**The Vanguardist Faction****WINS ALONE**

The faction with the Vanguardist Agenda card must have occupations in at least 2 state districts.

**The Nihilist Faction****WINS ALONE**

At least 6 shopping centers must be burned and the faction with the Nihilist Agenda card must have an occupation in 1 public district.



Burned loot tokens removed during district liberation **do not** count towards completing objectives on Agenda cards.

**REFERENCE****POLICE OPS****Riot Cop Movement**

**2 or more riot cops** in the same district are considered a group



**Groups of riot cops** follow orders to advance into adjacent districts & leave 1 solo riot cop behind



**Solo riot cops** hold their position



**Riot cops in districts with occupations** hold their position



**Riot vans** hold their position

**Riot Vans**

**All riot vans** follow orders on Maneuvers cards to advance into adjacent districts



**Riot vans** ordered to advance into the same district as another van hold their position



**Damaged riot vans** do not deploy riot cops or respond to maneuvers cards